



FLATPACK

Fix the Future™

Parts of a Problem

In general, a problem is any situation where the Troublemaker can't simply say 'yes' to a player's question, request, or next course of action. Any time a character tries to do something to a part of their environment, be it a Troublemaker character or a big heavy bolder in their way, and the answer is not a simple 'okay', it's time to pick up dice.

1. Declare the problem; the player declares how she expects to solve the problem and what WRENCH trait she'll be using. At this point, the target number to beat solve the problem is seven.
2. The player notes if they're trait is Positive, Negative, or Neutral.
 - a. If Positive, the player is rolling a D6, or they can spend a Spirit point to roll a D8.
 - b. If Neutral, the player is rolling a D6
 - c. If Negative, the player is rolling a D4, but gaining a point of Spirit once the roll is over.
3. If the character has access to a related Specialist, and chooses too, they can spend a point of SPIRIT and add another D6 to their roll.
 - a. If the Specialist is on their map, contact with the Specialist is immediate, and the D6 is added to the roll right away.
 - b. If the Specialist is on another player's map, and the other player agrees, a player may spend a Spirit to call on the Specialist, and give a Spirit to the other player for the use of the Specialist. Beyond that, the Specialist behaves as above.
4. Determine if the story is an Obstacle instead of a simple problem.
 - a. If not, proceed to step Seven.
5. If it is an Obstacle, the Troublemaker if the Obstacles Resistant trait relates to the characters WRENCH trait. Do not declare this yet, but wait until step Seven.
 - a. In Opposition, increase the difficulty by 1.
 - b. Unrelated, leave the difficulty alone.
 - c. Advantage to the player, reduce the difficulty by 1.
6. If the problem is an Obstacle, determine where on the Conflict Chart the Obstacle is starting out.
7. Adjust any number on the dice or target number by Achievements or Extras granted by buildings in play.
8. The player rolls dice to resolve the problem.
 - a. At the last possible moment, declare any Resistance to the WRENCH trait. This should be dramatic, at least the first time the Obstacle's Resistance is declared. (Clearly, after that first roll, the characters can and should work around the Resistance.)
 - b. The character doesn't solve the problem if the target number isn't hit.
 - c. The character solves the problem if the target number is hit if it's a simple problem.
9. If it's an Obstacle, the character has moved the Obstacle along the Conflict Chart by one in any direction they choose.
 - a. Tell the players how successful the solution to the problem would be at this stage on the Conflict Chart. If it's unsatisfactory, and the characters want to risk it, they will have to keep going.
 - b. At that point, if the Obstacle isn't moved 'enough' to solve the problem, return to step one. If the players agree, the characters may switch off rolling for the next part of the Obstacle, sharing the burden. Specialists may not be handed off, they must be paid for anew. Just remember that not all Obstacles need be completely satisfied in one run-in.